CARDBOTS
BUILD & DESTROY
PRINT & PLAY GAME SET
HOW TO PLAY

01 - THE CARDS

- **Tech** cards grant tech resource points, which can be used to play **Component** and **Weapon** cards and refresh each round.
- **Tech** cards also have **charges** which activate their **stated card abilities**. These abilities modify overall gameplay, as well as other cards.
- **Component** and **Weapon** cards are used to build out your **CardBot**. They each have **ranks**, or health and can be destroyed by your opponents.
- **Component** and **Weapon** cards also have a **Tech** cost needed to play, and reduce the resource pool granted by your **Tech** cards.
- **Component** cards grant their stated card abilities when played, while **Weapon** cards carry **damage charges**, used to destroy your opponents' cards. Once **Component** and **Weapon** cards are played on to your **CardBot**, they are known as **"Build"** cards.

TECH CARD

1. Tech Resources Granted
2. Stated Card Ability
3. Tech Ability Charges

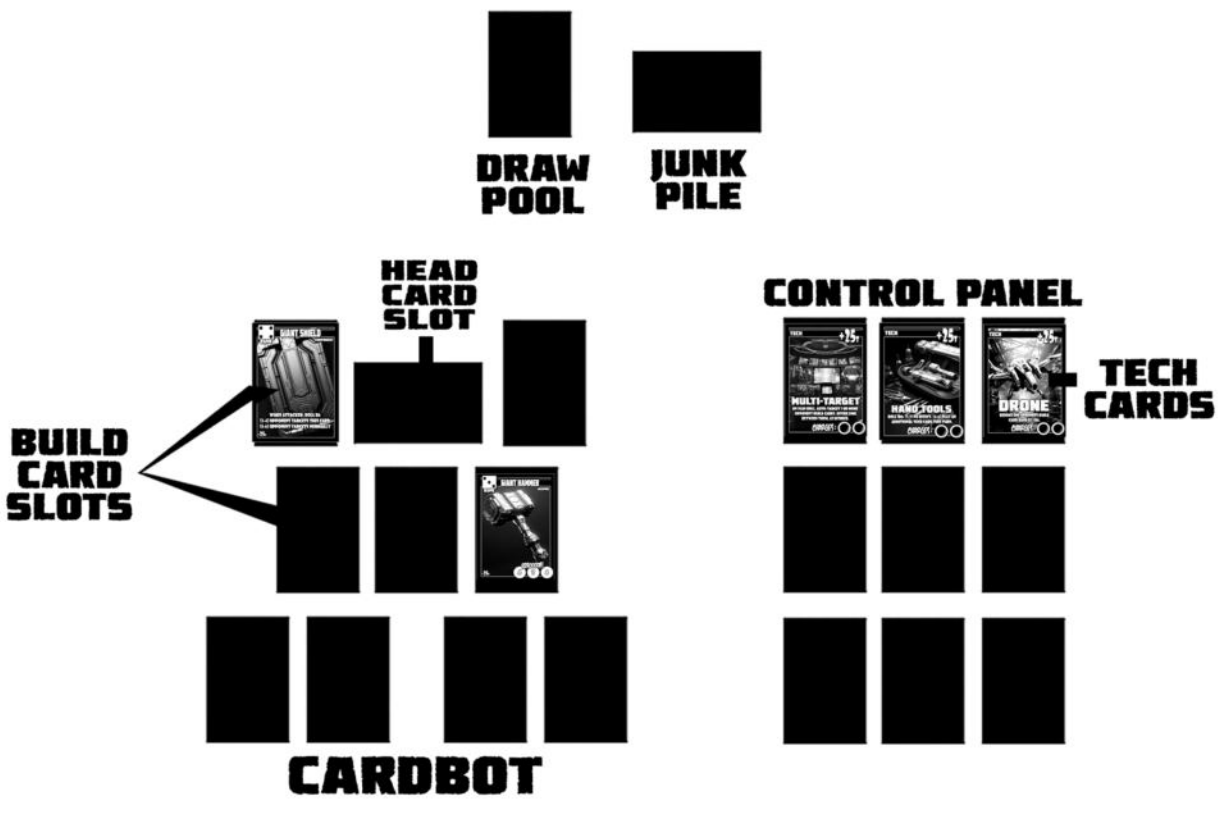
COMPONENT CARD

1. Card Rank, or Health
2. Stated Card Ability
3. Tech Cost to Play

WEAPON CARD

1. Card Rank, or Health
2. Damage Charges
3. Tech Cost to Play

There are also **Head** cards, but we'll get to them later.



02A - THE GAME SPACE

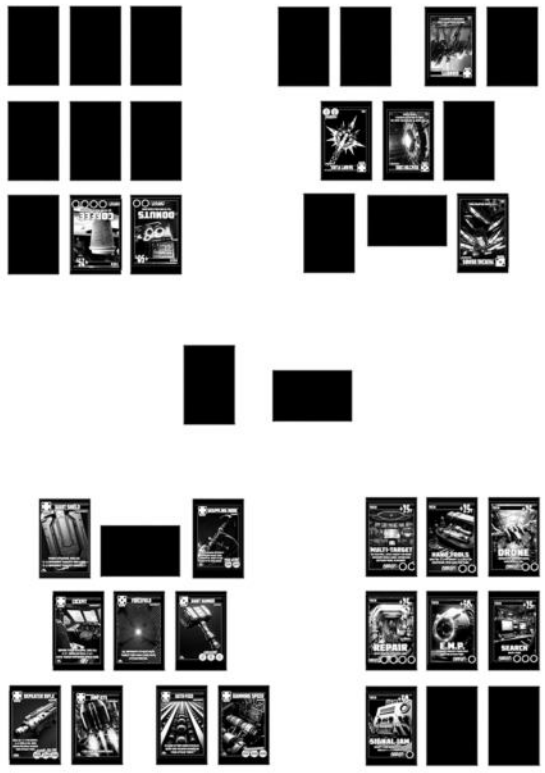
- Each player will work within a game space similar to what is shown to the left. The **Draw Pool** and **Junk Pile** are shared by all players.
- **Tech** cards are played to the **Control Panel**, forming your resource pool.
- Using **Tech** resources, **Component** and **Weapon** cards are played as **Build** cards on to the tabletop **CardBot**.

02B - STARTING A GAME

- There are two phases in this game, the **Build Phase**, made up of **Build** turns, and the **Destroy Phase**, made up of **Attack** turns.
- **Head** cards are placed to the side and the rest of the cards are shuffled to make the **Draw Pool**.
- Each player **draws 6** cards. At the begining of their **Build** turn, a player with fewer than **6** cards in their hand may **draw to 6**. At the end of their **Build** turn, a player may **discard** up to **4** cards.
- Each player rolls **d20**. High roll gets to go first. Play proceeds to the **Build Phase**.

03 - THE BUILD PHASE

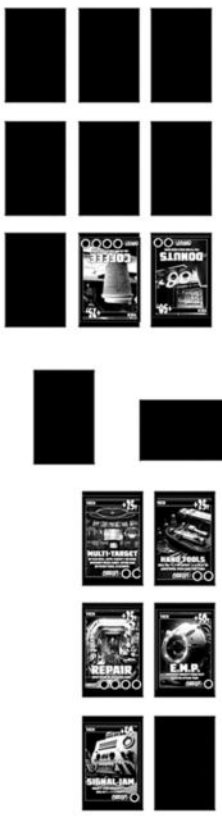
- Each player takes a **Build Turn** within a **Build Round**.
- Each player rolls d20 to start a round. High roll takes first turn.
- On each of their **Build** turns, a player may play **1 Tech** card to their **Control Panel**. Those **Tech** resources are added to their **Resource Pool**, and **regenerate** on each of their **Build** turns.
- A player may then consume their available **Tech** resources to play **Build** cards to their **CardBot**. **Component/Weapon** cards show their **Tech cost** at the bottom left corner of each card.
- A player may also use **Tech** card **Charges** to activate their **stated card abilities**. **2 unique Tech** card **Charges** may be used, per player, per **Build Round**. They may be used during any player's **Build Turn**, but may not exceed that limit within a **Buid Round**, unless modified by a card ability.
- Once a player has built out **every** slot on their **CardBot**, they may **Declare Combat**!
- Once all players have fully built out their **CardBots**, **Combat** is automatically declared.



TO DECLARE COMBAT:

- If a player has filled all their build card slots before other players are finished, they may **Declare Combat!**
- On their **Build** turn, declaring player rolls **d20.**
- **18 or below**, declaration is **failed** and **Build** turn goes to next player.
- **19 or 20+**, applying any modifiers, declaration is **successful**, and all players immediately proceed to the **Destroy Phase!**

HEAD CARD



HEAD CARD

04 - THE DESTROY PHASE

- Each player randomly selects a **Head** card and attaches it to their **CardBot** build.
- Every **Head** card has a **stated card ability** that should be played **immediately** after **Head** selection/attachment. Then **Attack** turns begin.
- To **attack**, each player rolls **d20** for **Initiative**. Player with high roll wins, and takes an **Attack turn**. Only **2 consecutive** initiatives may be won, **per player**, unless modified. If consecutive limit is reached, turn automatically goes to the next highest rolling player.
- If the high roll was **1-19**, that player issues a **Standard Attack** (*see 05 - Attacks*). If a **natural 20** was rolled (without any modifiers), player may attempt a **Headshot Attack**. (*see 05 - Attacks*).
- After **attack** is made, all players **roll initiative again**, and begin a new **Attack turn**.
- **Tech card charges** may still be used during the **Destroy Phase**. Limit **2 unique Tech** card charges per player, per combat turn, **whether attacking or defending**, unless modified.

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05 - ATTACKS

Standard Attack: Roll **d20** to **"scan/target"** an opponent **CardBot**. Count their **Build** cards **left-to-right, top-to-bottom, and reverse** if necessary to fulfill dice roll (see method to the right). Where the count stops is the **targeted** card.

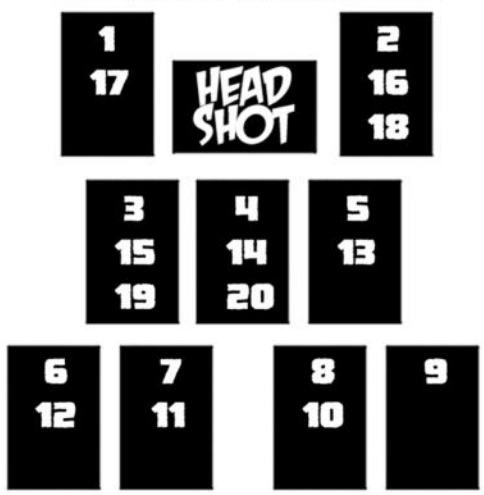
- Once a **Build** card is targeted, use a charge from one of your **weapon** cards **-or-** roll **d6 (CardBot Punch)**. If you have no **weapon** cards in play, you automatically roll for a **Punch**.
- Assign **damage, plus any modifiers**, to targeted opponent **build** card rank.

Headshot Attack: Automatically target opponent **head** card.

- Use a charge from one of your **weapon** cards **-or-** roll **d6 (CardBot Punch)**. If you have no **weapon** cards in play, you automatically roll for a **Punch**.
- Assign **damage, plus any modifiers**, to opponent **head** card rank.

Once a card's rank is reduced to 0, it is destroyed & removed to the junk pile.

SCAN/TARGET



* If a slot is empty, you can skip it when counting scan/target roll.

WIN CONDITIONS

A) All opponent **Build Cards** are destroyed.

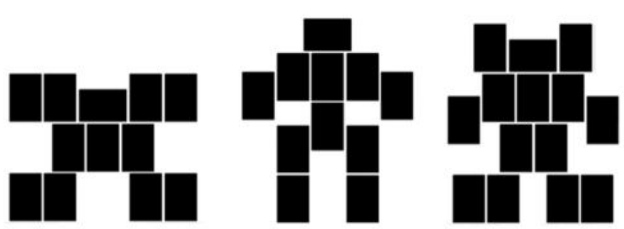
-or-

B) Opponent **Head Cards** are destroyed.

THINGS TO REMEMBER:

- **1 Tech** card may be played **per player**, on their **build** turns. **2 unique tech** charges may be used, **per player, per build round**, as well as **during any player's attack turn**. **Stated card abilities** can modify these limits.
- You may build your **CardBot** to look however you wish **(see ideas below)**, just make sure you and your opponents use the **same number** of cards for your builds, so that it's a fair game.
- This game is meant to be **modified and customized**. Feel free to invent new cards, play ideas, house rules, etc. to make the game experience more enjoyable for you. **Have fun!**

CARDBOT BUILD IDEAS



COCKPIT

RANK

COMPONENT

BEFORE YOUR SCAN ROLL, ROLL D6:
(1-2) = REGULAR SCAN. (3-6) =
AUTO-TARGET OPPONENT BUILD CARD.

-25T

ENERGIZE

20 RANK

HEAD

RESET CHARGES ON UP TO 5 TECH CARDS.

SYSTEMS ONLINE

20 RANK

HEAD

ROLL 2D6. ADD TO HEAD CARD RANK.
ROLL 1D6. ADD TO ANY BUILD CARD RANK.

DEVOURER

20 RANK

HEAD

DESTROY ALL TECH CARDS. KEEP PREVIOUSLY PLAYED EFFECTS.

POWER DRAIN

20 RANK

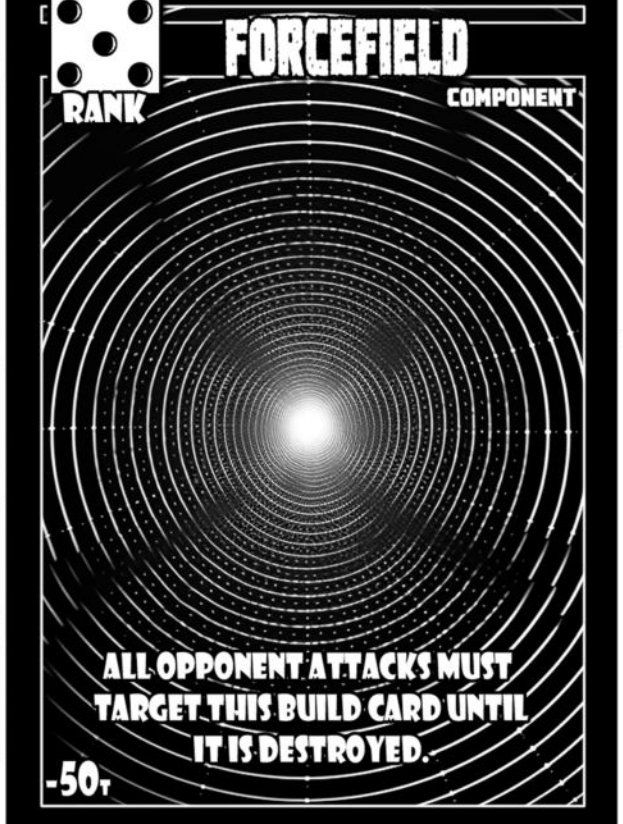
HEAD

ROLL 2 D6'S. SUBTRACT 1 FROM OPPONENT BUILD CARD.
ADD 1 TO ONE OF YOUR BUILD CARDS.

FORCEFIELD

RANK

COMPONENT



ALL OPPONENT ATTACKS MUST
TARGET THIS BUILD CARD UNTIL
IT IS DESTROYED.

-50T

AUTO-FEED

RANK

COMPONENT

AS LONG AS THIS CARD IS IN PLAY,
RESET ONE WEAPON CHARGE ON
YOUR ATTACK TURNS.

-50T

LAUNCH

20 RANK

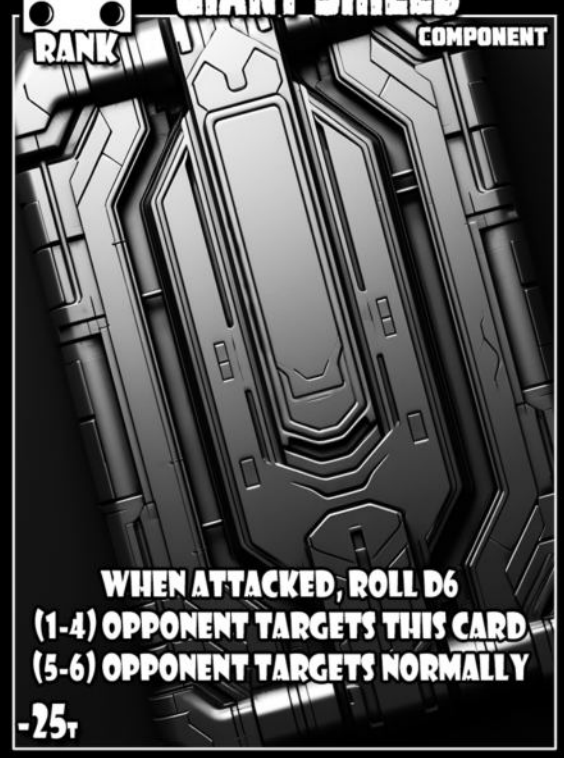
HEAD

CLEAR 1 CHARGE FROM ALL OF YOUR TECH CARDS.

GIANT SHIELD

RANK

COMPONENT



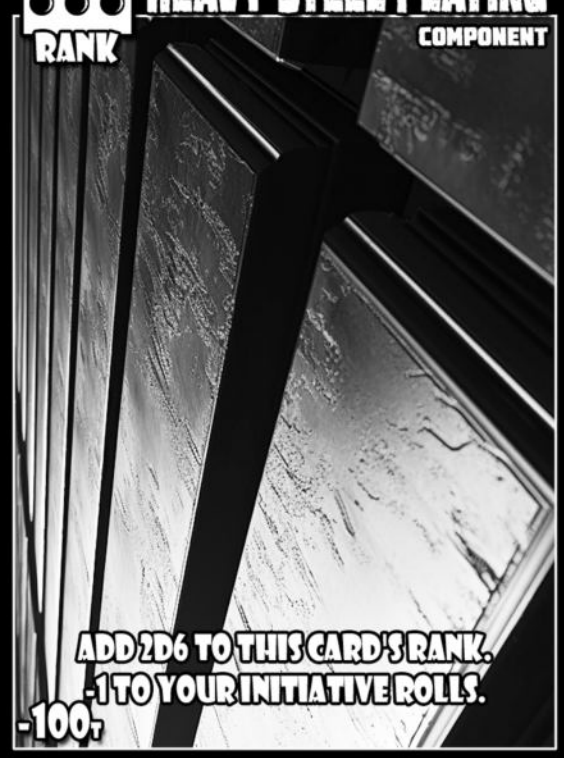
WHEN ATTACKED, ROLL D6
(1-4) OPPONENT TARGETS THIS CARD
(5-6) OPPONENT TARGETS NORMALLY

-25T

HEAVY STEEL PLATING

RANK

COMPONENT



ADD 2D6 TO THIS CARD'S RANK.
-1 TO YOUR INITIATIVE ROLLS.

-100T

TIGHT WELDS

RANK

COMPONENT

+1D6 TO UP TO 2 OF YOUR BUILD CARDS.

-50T

JUMP JETS

RANK

COMPONENT

+1 TO YOUR INITIATIVE ROLLS.

-25T

MASSIVE ARMOR

RANK

COMPONENT

DMG DEALT TO THIS CARD IS REDUCED 1/2.

-50T

NANOBOTS

RANK

COMPONENT

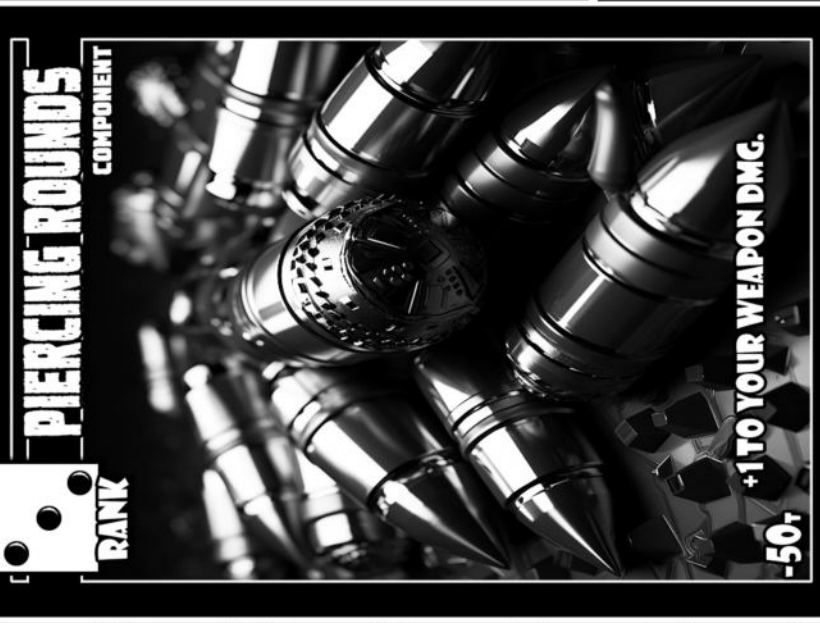
REDUCE DAMAGE TO YOUR COMPONENT CARDS BY 1.

-25T

PIERCING ROUNDS

RANK

COMPONENT



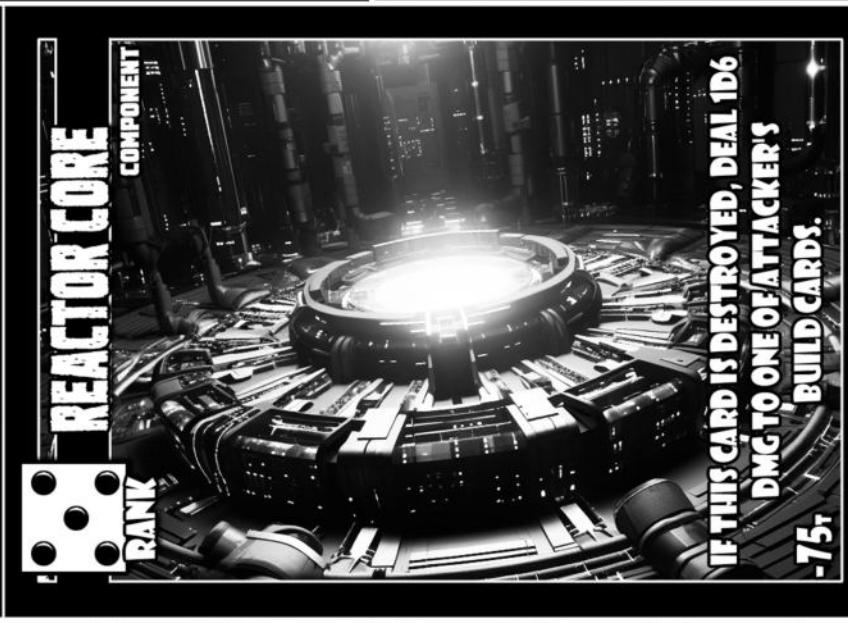
+1 TO YOUR WEAPON DMG.

-50T

REACTOR CORE

RANK

COMPONENT



IF THIS CARD IS DESTROYED, DEAL 1D6 DMG TO ONE OF ATTACKER'S BUILD CARDS.

-75T

RANK

RIVETS

COMPONENT

+1D6 TO ANY OR ALL OF YOUR BUILD CARD RANKS.

-150T

RANK

SENSOR ARRAY

COMPONENT

YOU MAY USE 1 ADDITIONAL UNIQUE TECH CHARGE PER TURN.

-50T

RANK

SHIELDED ELECTRONICS

COMPONENT

IF A TECH CARD ABILITY WOULD AFFECT ANY OF YOUR BUILD CARDS, YOU MAY ROLL D6: (1-2) EFFECT STANDS (3-6) NULLIFY TECH CARD EFFECT.

-75T

RANK

STEALTH PLATING

COMPONENT

WHEN ONE OF YOUR BUILD CARDS IS AUTO-TARGETED, ROLL D6: (1-2) TARGET STANDS, (3-6) OPPONENT ROLLS NEW TARGET SCAN.

-50T

TECH +25T

UN-JAM

CLEAR ONE WEAPON CARD CHARGE.

CHARGES:

TECH +50T

SIGNAL JAM

MODIFY YOUR OPPONENT'S DICE ROLL BY (+/-) 1-6 POINTS.

CHARGES:

TECH +25T

SEARCH

DRAW 1 CARD.

CHARGES:

TECH +25T

ROBOTICS

ATTACH A BUILD CARD FROM YOUR HAND WITHOUT PAYING ITS TECH COST.

CHARGES:

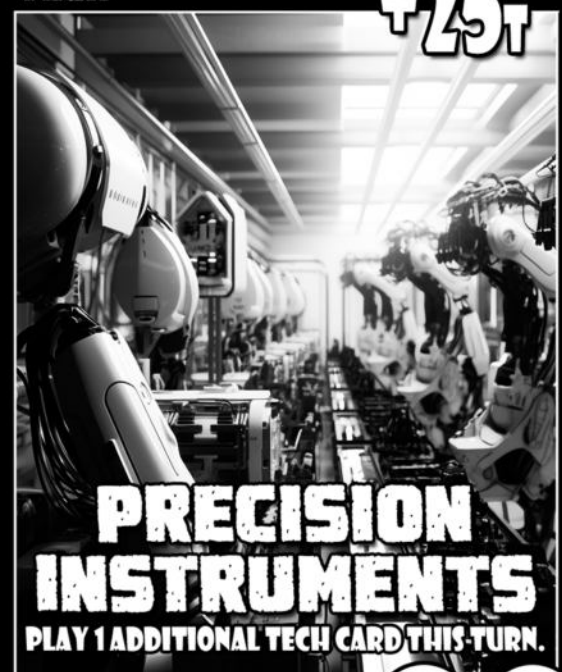
TECH +25T

REPAIR

RESET RANK ON ONE BUILD CARD.

CHARGES: ○○○○

TECH +25T



PRECISION INSTRUMENTS

PLAY 1 ADDITIONAL TECH CARD THIS TURN.

CHARGES: ○○

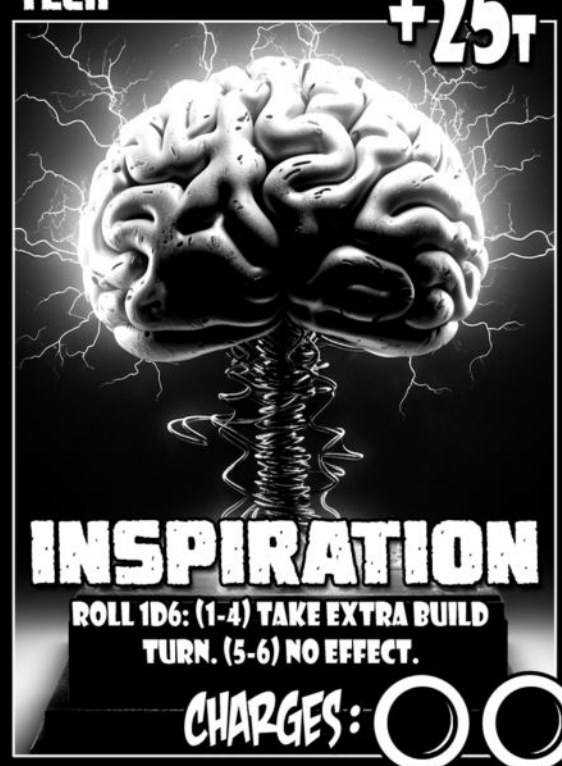
TECH +25T

MULTI-TARGET

ON SCAN ROLL, AUTO-TARGET 2 OR MORE OPPONENT BUILD CARDS. DIVIDE DMG BETWEEN THEM, AS DESIRED.

CHARGES: ○○

TECH +25T



INSPIRATION

ROLL 1D6: (1-4) TAKE EXTRA BUILD TURN. (5-6) NO EFFECT.

CHARGES: ○○

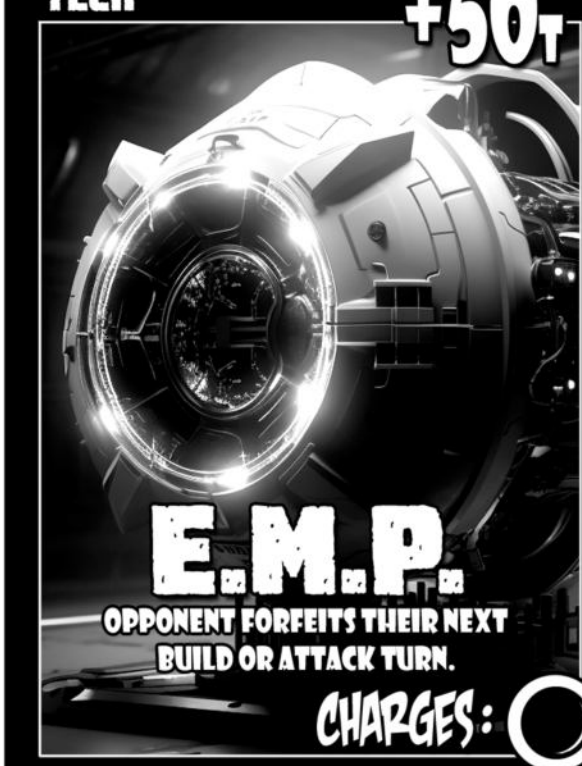
TECH +25T

HAND TOOLS

ROLL 1D6: (1-3) NO EFFECT. (4-6) PLAY AN ADDITIONAL TECH CARD THIS TURN.

CHARGES: ○○

TECH +50T



E.M.P.

OPPONENT FORFEITS THEIR NEXT BUILD OR ATTACK TURN.

CHARGES: ○

TECH +25T

DRONE

REDUCE ONE OPPONENT BUILD CARD RANK BY 1D6.

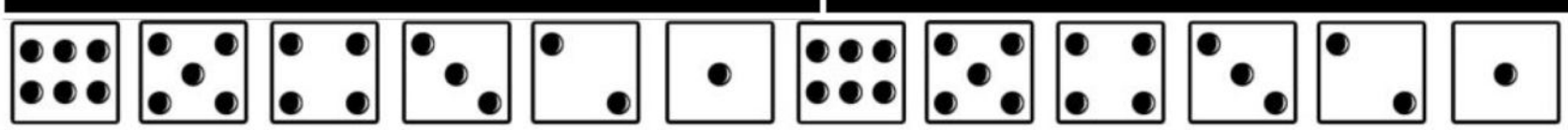
CHARGES: ○○

TECH +50T

DONUTS

+1D6 TO ONE BUILD CARD RANK.

CHARGES: ○○



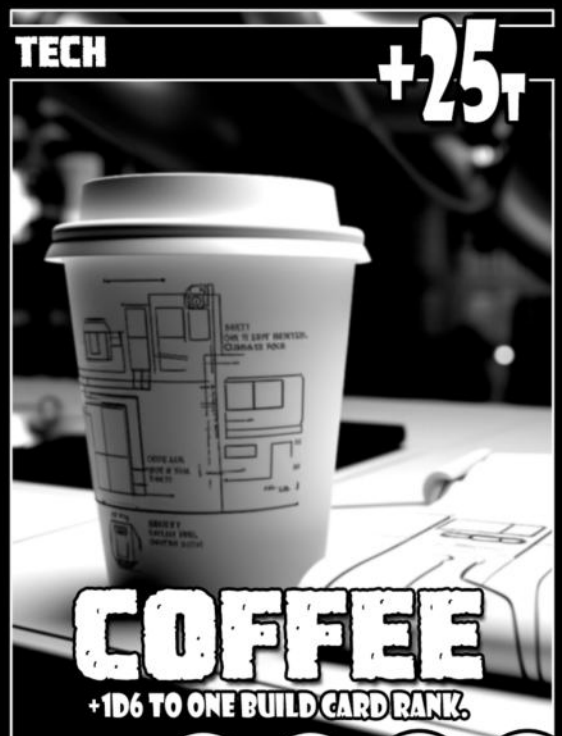
TECH +25T

COORDINATES

ON SCAN ROLL, AUTO-TARGET HEADSHOT.

CHARGES: ◯◯

TECH +25T



COFFEE

+1D6 TO ONE BUILD CARD RANK.

CHARGES: ◯◯◯◯

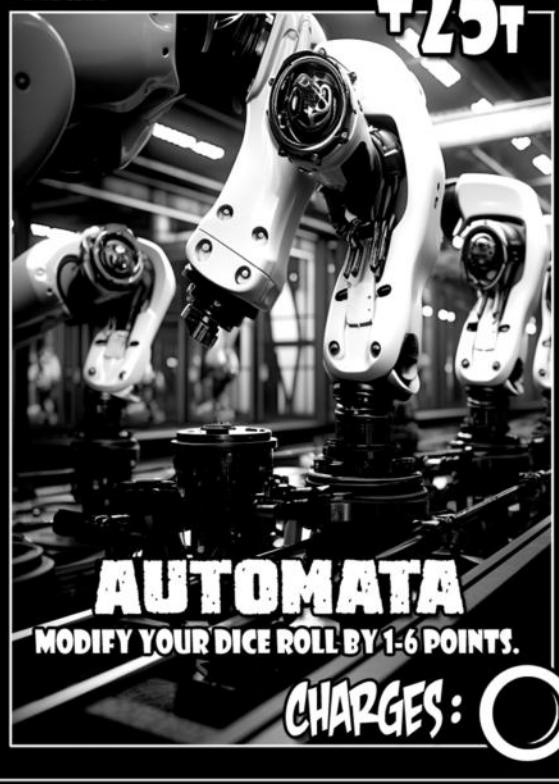
TECH +25T

BIG FLASHING BUTTON

ROLL 1D6: (1-5) AUTO-TARGET HEADSHOT AFTER NEXT WON INIT. (6) OPPONENT GAINS THIS ABILITY INSTEAD.

CHARGES: ◯◯

TECH +25T

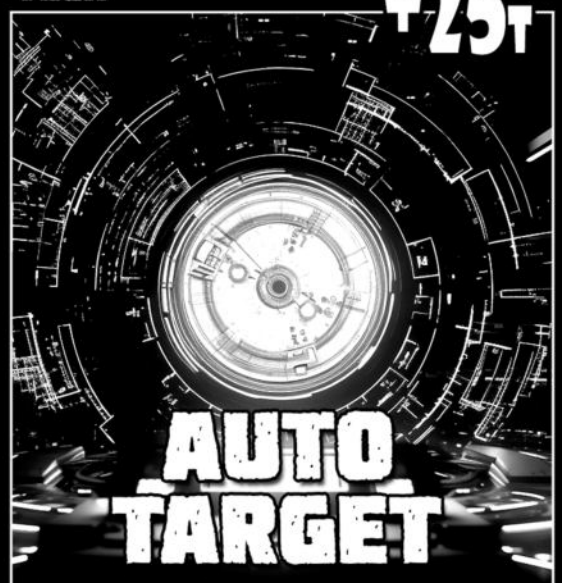


AUTOMATA

MODIFY YOUR DICE ROLL BY 1-6 POINTS.

CHARGES: ◯

TECH +25T



AUTO TARGET

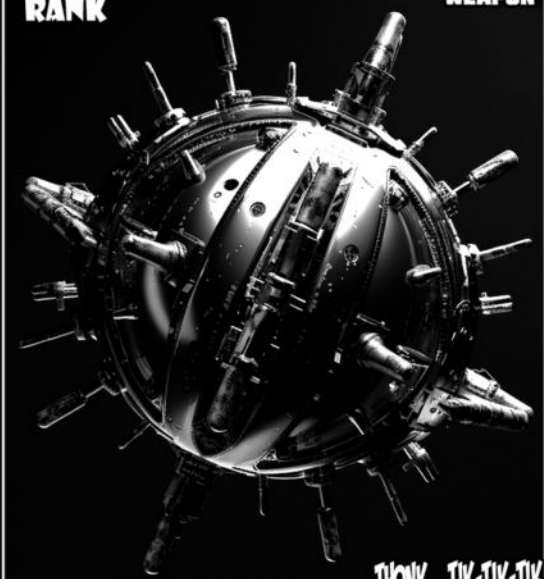
SKIP A SCAN ROLL AND DIRECTLY TARGET AN OPONENTS'S BUILD CARD INSTEAD

CHARGES: ◯◯◯

RANK

STICKY BOMB

WEAPON



DEALS 1 DMG TO CONNECTED BUILD CARDS

-50T

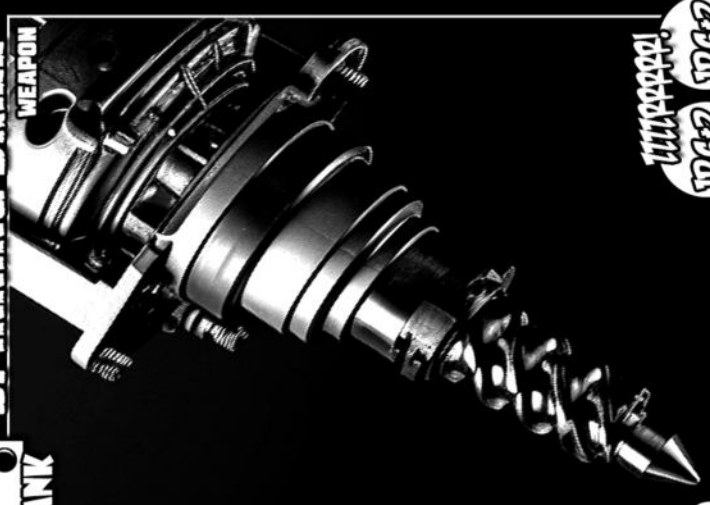
THONK...TIK-TIK-TIK BOOOOM!

1D6 1D6

RANK

SPINNING DRILL

WEAPON



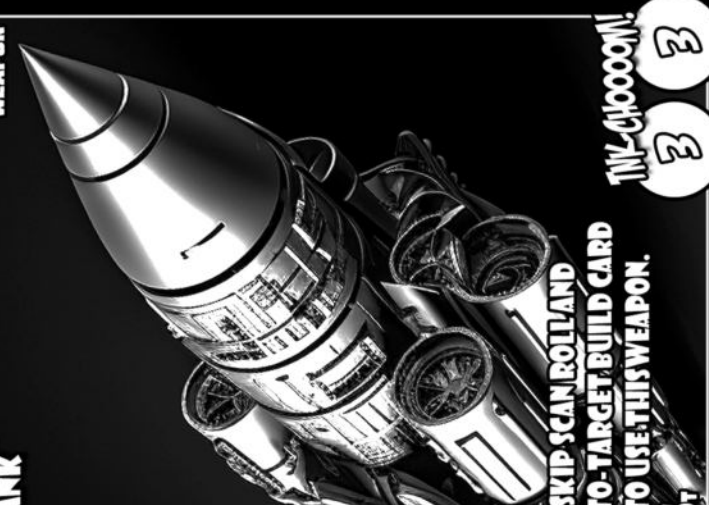
-50T

1D6+2 1D6+2 WHIRRRRR!

RANK

ROCKET LAUNCHER

WEAPON



SKIP SCAN ROLL AND AUTO-TARGET BUILD CARD TO USE THIS WEAPON.

-75T

3 3 TINK-CHOOOOM!

REPEATER RIFLE

RANK

WEAPON

ROLL D6: (1-3) NO EFFECT. (4-6) FIRE A 2ND, FREE REPEATER RIFLE CHARGE THIS ATTACK TURN.

KOOOM! CHK-CHK!

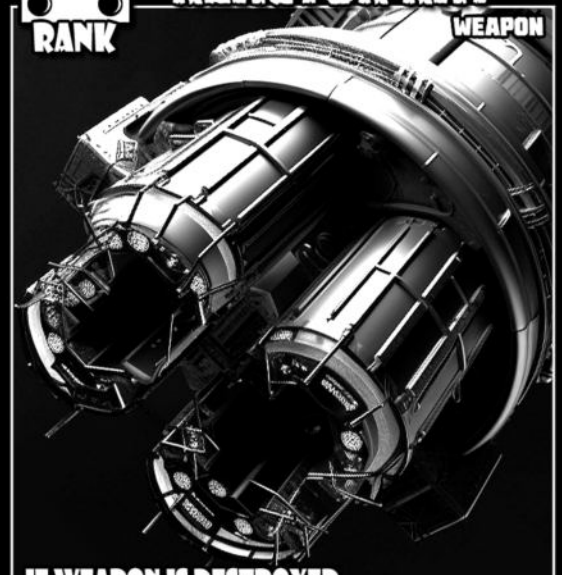
1D6:2 1D6:2 1D6:2

-100T

REACTOR RAY

RANK

WEAPON



IF WEAPON IS DESTROYED, ALL OPPONENTS LOSE 1D6 FROM BUILD CARD OF THEIR CHOICE.

HRWWW-SHEEEW!

1D6:2 1D6:2

-50T

RAMMING SPEED

RANK

WEAPON

VRRRRRRRRRRRR!

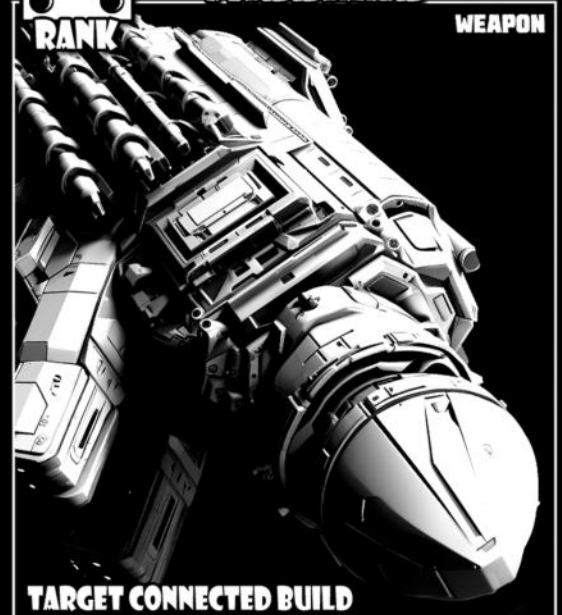
1D6:1 1D6:1 1D6:1

-25T

MISSILES

RANK

WEAPON



TARGET CONNECTED BUILD CARD AND DEAL 1D6 DMG TO IT AS WELL.

NENENENE-TOOOM!

1D6 1D6

-75T

MACHINE GUNS

RANK

WEAPON

PLAK-PLAK-PLAK-PLAK!

3 1D6 4

-25T

INCINERATION BEAM

RANK

WEAPON

WHEN FIRED, REDUCE THIS CARD'S RANK BY 1D6.

VRRPEEEEERRR!

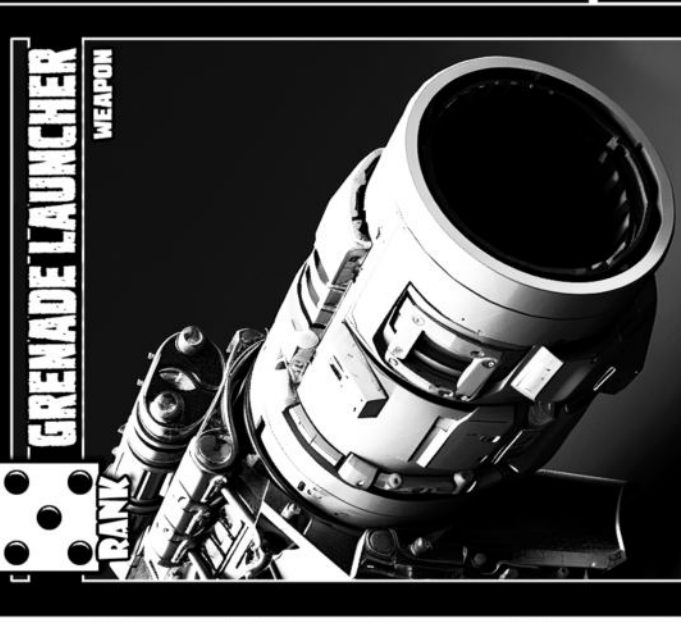
1D20 1D20

-200T

GRENADE LAUNCHER

RANK

WEAPON



DEALS 1 DMG TO CONNECTED BUILD CARDS.

THWK-BOOM!

1D6:1 1D6:1

-100T

GRAPPLING HOOK

RANK

WEAPON

IF THIS WEAPON DESTROYS OPPONENT BUILD CARD, REMOVE IT, RESET IT AND ADD IT TO YOUR BUILD.

ZRRR-KCHNK!

1D6:1 1D6:1

-50T

GIANT AXE

RANK

WEAPON

VRZZZRRRWW!

1D6+3 1D6+3

-50T

GIANT CLAWS

RANK

WEAPON

ZZZRRRTSCHTZZZ!

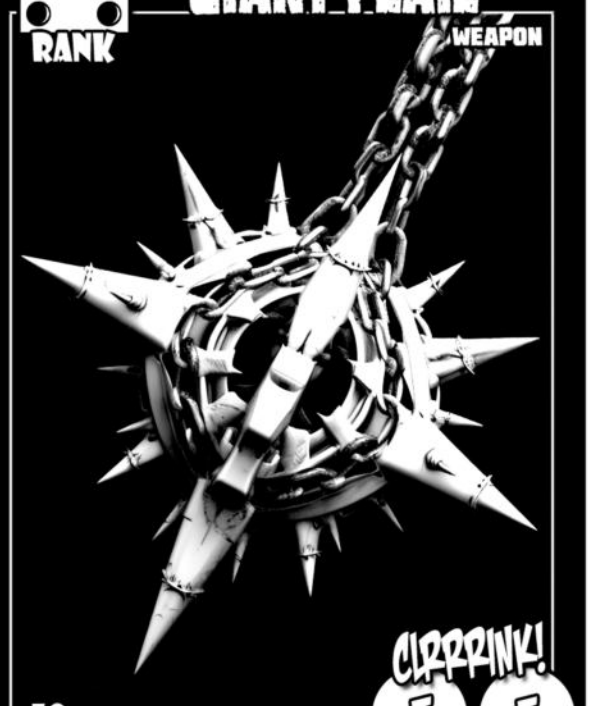
1D6+3 1D6+3 1D6+3

-75T

GIANT FLAIL

RANK

WEAPON



CLRRRINK!

5 5

-50T

GIANT SWORD

RANK

WEAPON

VRZZZSHINK!

1D6+2 1D6+2

-25T

GIANT HAMMER

RANK

WEAPON

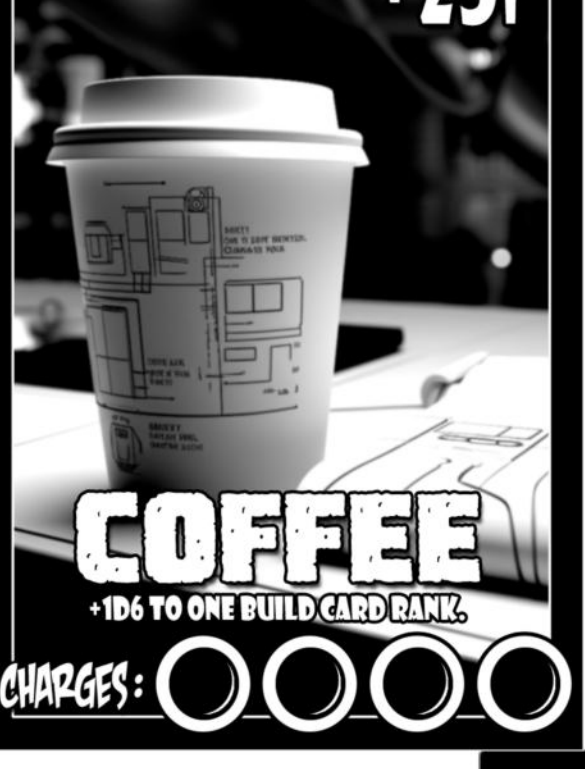
KRROOOOM!

4 3 4

-25T

TECH

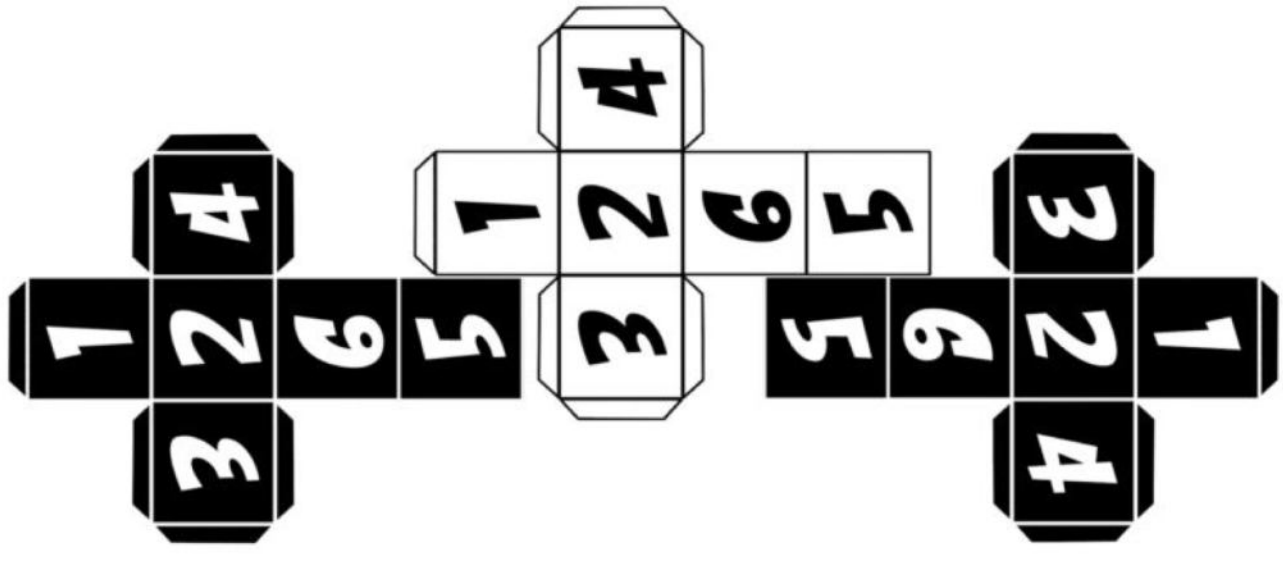
+25T

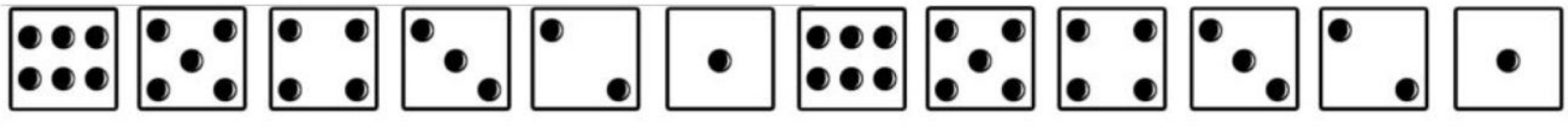


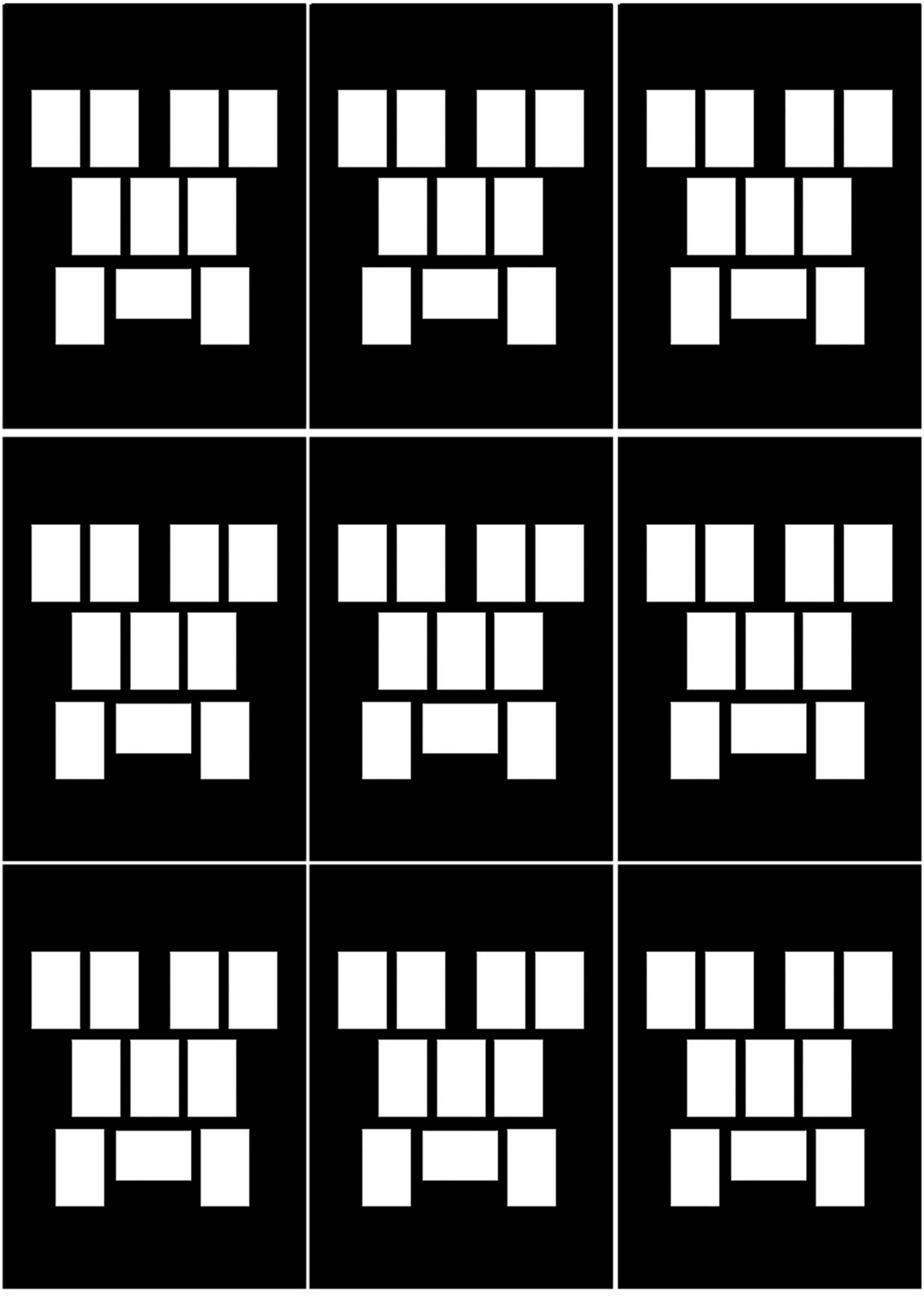
COFFEE

+1D6 TO ONE BUILD CARD RANK.

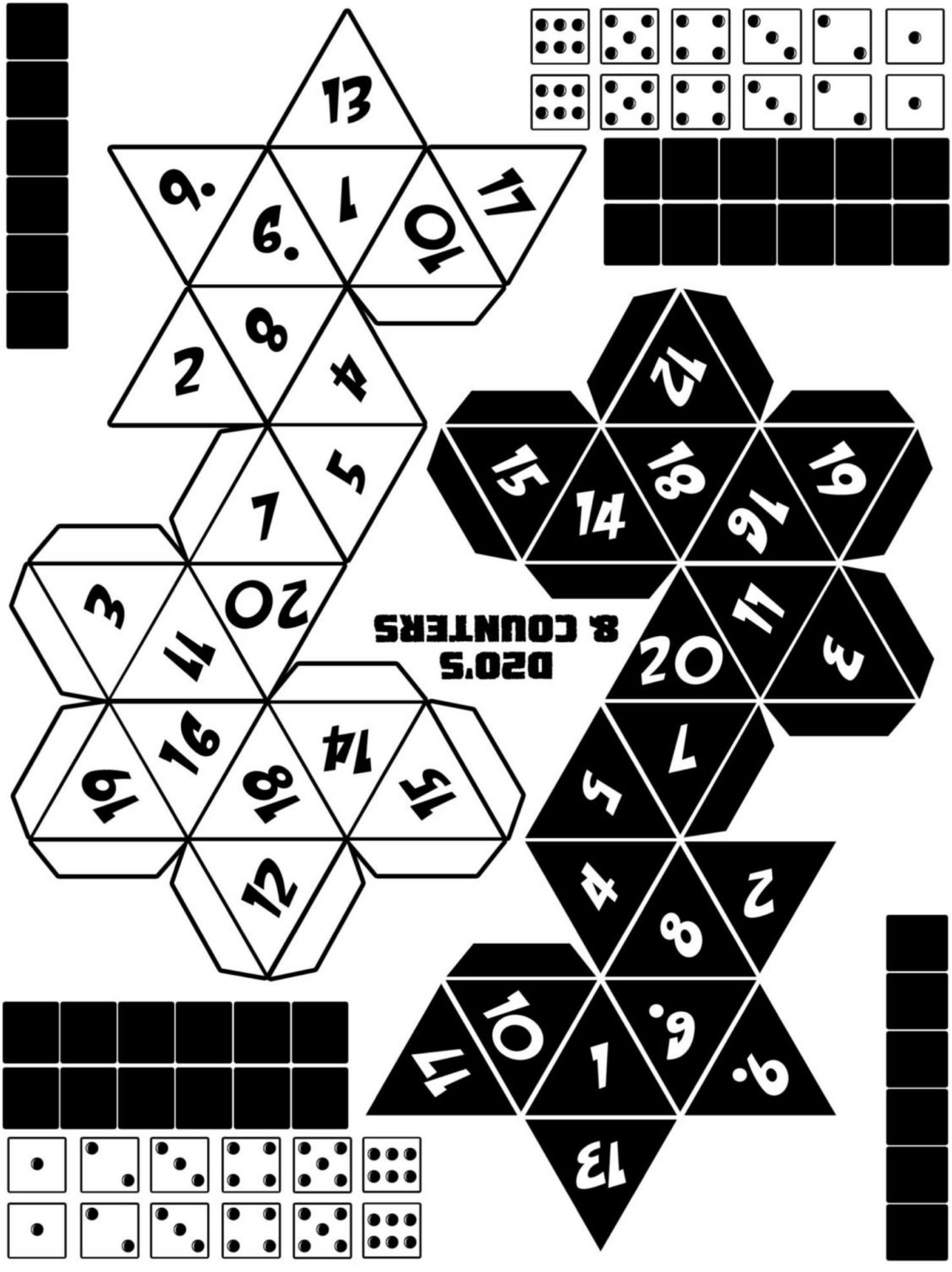
CHARGES:

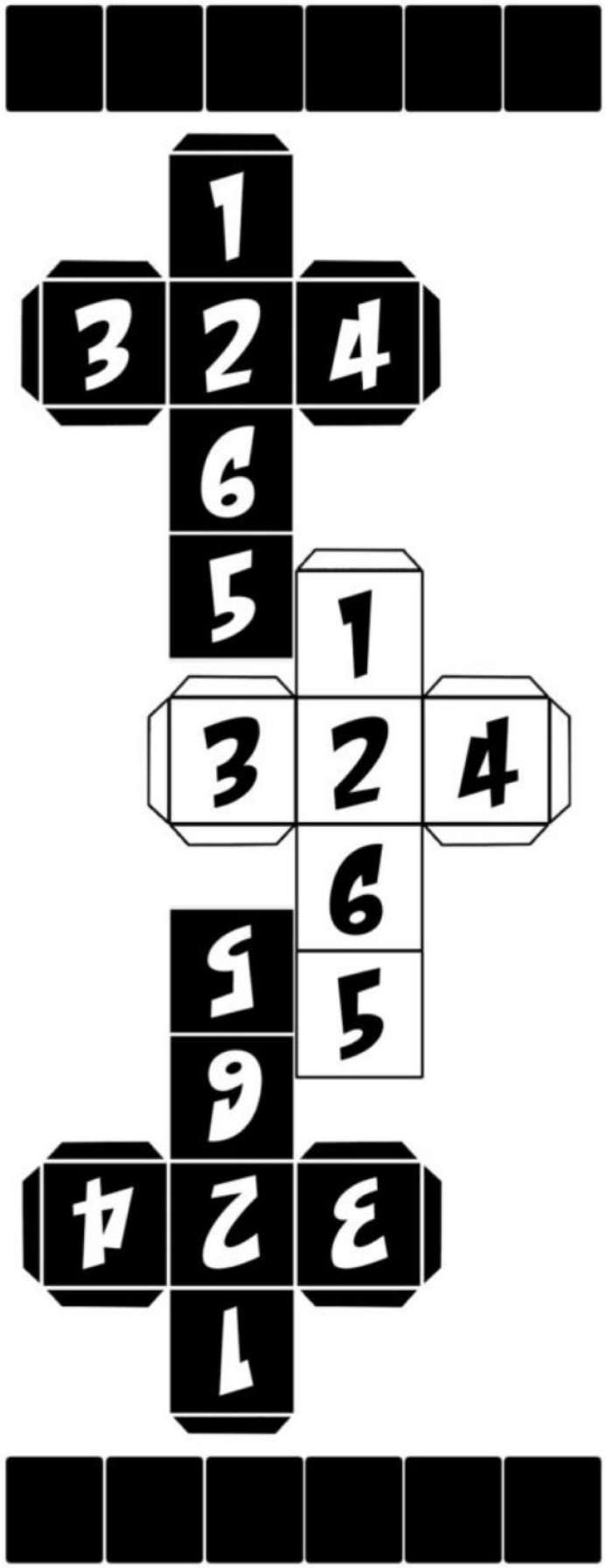
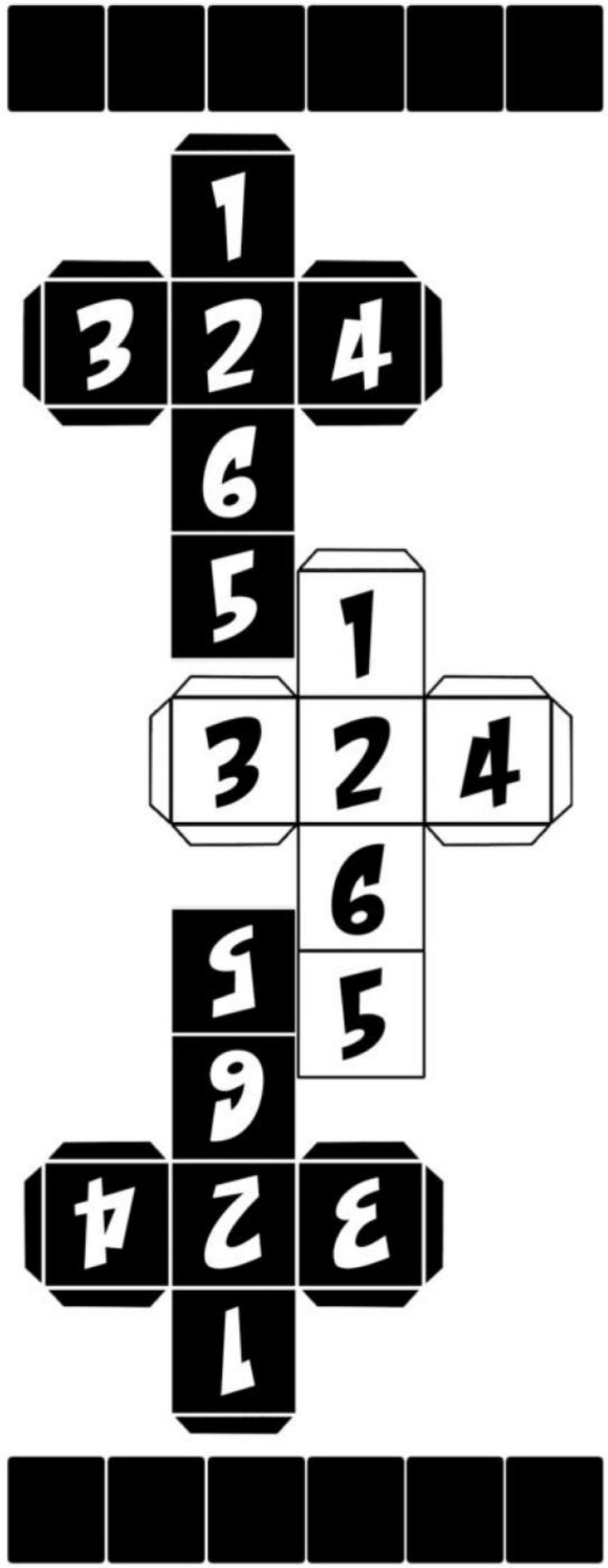
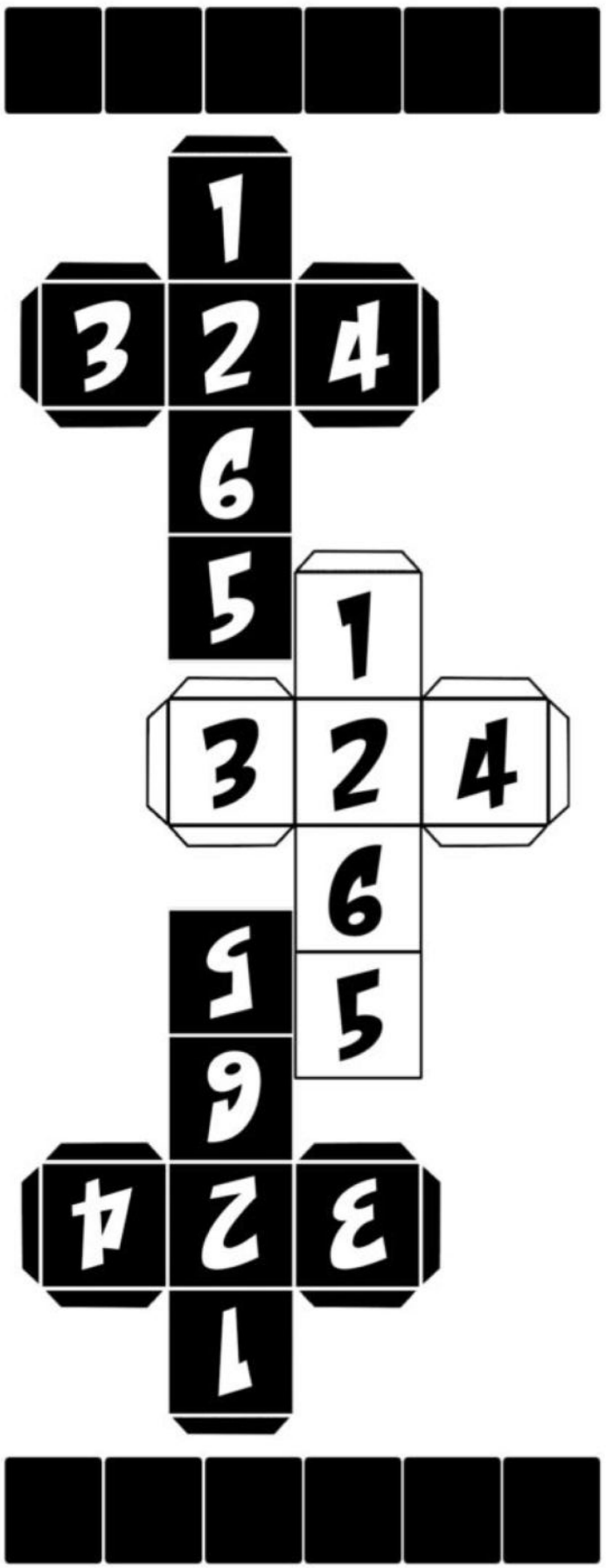


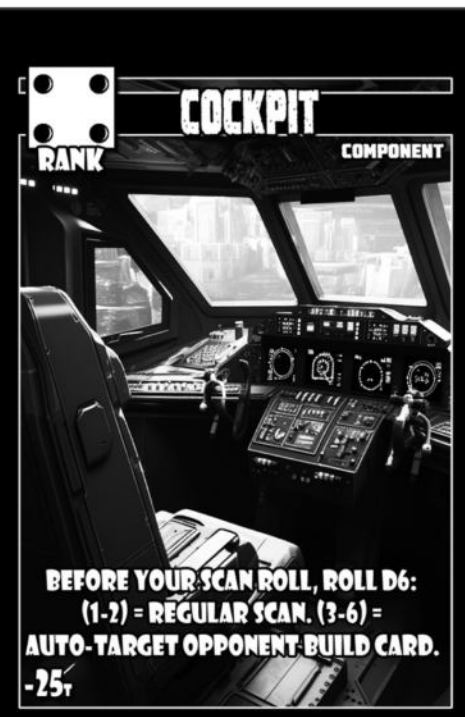




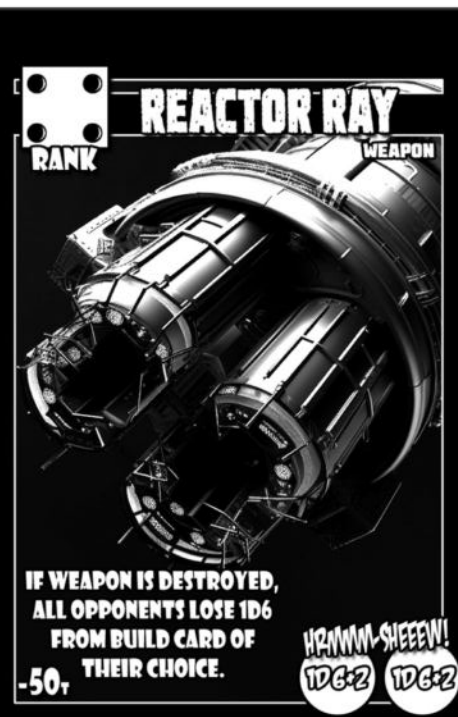
D20's & Counters





CARDBOTS
BUILD&DESTROY



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THEN DESTROY YOUR OPPONENTS!

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